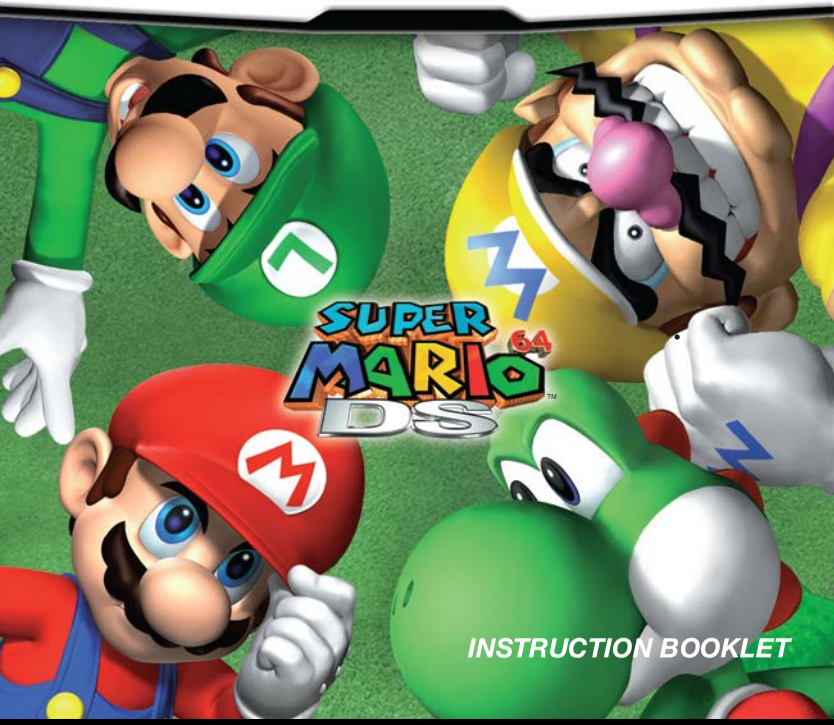
NINTENDO DS™



INSTRUCTION BOOKLET

PLEASE CAREFULLY READ THE SEPARATE HEALTH AND SAFETY PRECAUTIONS BOOKLET INCLUDED WITH THIS PRODUCT BEFORE USING YOUR NINTENDO® HARDWARE SYSTEM, GAME CARD OR ACCESSORY. THIS BOOKLET CONTAINS IMPORTANT HEALTH AND SAFETY INFORMATION.

IMPORTANT SAFETY INFORMATION: READ THE FOLLOWING WARNINGS BEFORE YOU OR YOUR CHILD PLAY VIDEO GAMES.

⚠WARNING - Seizures

- Some people (about 1 in 4000) may have seizures or blackouts triggered by light flashes or patterns, such as while watching TV or playing video games, even if they have never had a seizure before.
- Anyone who has had a seizure, loss of awareness, or other symptom linked to an epileptic condition should consult a doctor before playing a video game.
- Parents should watch when their children play video games. Stop playing and consult a doctor if you or your child have any of the following symptoms:

Convulsions	**Eye or muscle twitching**	**Loss of awareness**
Altered vision	**Involuntary movements**	**Disorientation**

To reduce the likelihood of a seizure when playing video games:

1. Sit or stand as far from the screen as possible.
2. Play video games on the smallest available television screen.
3. Do not play if you are tired or need sleep.
4. Play in a well-lit room.
5. Take a 10 to 15 minute break every hour.

⚠WARNING - Repetitive Motion Injuries and Eyestrain

Playing video games can make your muscles, joints, skin or eyes hurt after a few hours. Follow these instructions to avoid problems such as tendinitis, carpal tunnel syndrome, skin irritation or eyestrain:

- Avoid excessive play. It is recommended that parents monitor their children for appropriate play.
- Take a 10 to 15 minute break every hour, even if you don't think you need it.
- If your hands, wrists or arms or eyes become tired or sore while playing, stop and rest them for several hours before playing again.
- If you continue to have sore hands, wrists or arms or eyes during or after play, stop playing and see a doctor.

⚠WARNING - Battery Leakage

The Nintendo DS contains a rechargeable lithium ion battery pack. Leakage of ingredients contained within the battery pack, or the combustion products of the ingredients, can cause personal injury as well as damage to your Nintendo DS. If battery leakage occurs, avoid contact with skin. If contact occurs, immediately wash thoroughly with soap and water. If liquid leaking from a battery pack comes into contact with your eyes, immediately flush thoroughly with water and seek medical attention.
To avoid battery leakage:

- Do not expose battery to excessive physical shock, vibration or liquid.
- Do not disassemble, attempt to repair or deform the battery.
- Do not dispose of battery pack in a fire.
- Do not touch the terminals of the battery, or cause a short between the terminals with a metal object.
- Do not peel or damage the battery label.

⚠WARNING - Radio Frequency Interference

The Ninendo DS can emit radio waves that can affect the operation of nearby electronics, including cardiac pacemakers.

- Do not operate the Nintendo DS while using the wireless feature within 9 inches of a pacemaker.
- If you have a pacemaker or other implanted medical device, do not operate the Nintendo DS while using the wireless feature without first consulting your physician or the manufacturer of your medical device.
- Observe and follow all regulations and rules regarding use of wireless devices in locations such as hospitals, airports, and onboard aircraft. Operation in those locations may interfere with or cause malfunctions of equipment, with resulting injuries to persons or damage to property.

The Official Seal is your assurance that this product is licensed or manufactured by Nintendo. Always look for this seal when buying video game systems, accessories, games and related products.

THIS GAME CARD WILL WORK ONLY WITH THE NINTENDO DS™ VIDEO GAME SYSTEM.

ORIGINAL MANUAL

Any original instruction manuals included with this software are digital reproductions of the original printed manuals. They are as faithful as possible to those documents and feature a bare minimum of edits. Please note that some of their content may feel inappropriate to modern players; furthermore, reference may be made to features that can't be used in this version of the game, or the contact information provided may no longer be valid. Please also note that printed manuals were not always released in multiple languages in North America.

EVERYONE
E
CONTENT RATED BY ESRB

NEED HELP PLAYING A GAME?

For game play assistance, we recommend using your favorite Internet search engine to find tips for the game you are playing. Some helpful words to include in the search, along with the game's title, are: "walk through," "FAQ," "codes," and "tips."

Nintendo

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SUPER MARIO 64 DS™

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In this user's manual, a **red border** on a screen shot signifies the top screen and a **blue border** signifies the Touch Screen.

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STORY

"PLEASE COME TO THE CASTLE. I'VE BAKED A CAKE FOR YOU."

At the invitation of Princess Peach, Mario, accompanied by party crashers Luigi and Wario, enter the Mushroom Castle.

But when the three don't come out of the castle for a long time, Yoshi decides to check up on them.

Upon entering the castle, Yoshi discovers that no one is there. According to Toad, Bowser has stolen the Power Stars guarding the castle and locked Princess Peach into the walls and paintings. Maybe Mario and his friends have been captured in the paintings, too!

Now it's up to Yoshi to rescue Princess Peach, Mario, Luigi, and Wario from the castle's paintings and walls!

STARTING THE GAME

Insert the Super Mario 64 DS Game Card into the Game Card slot and turn the power ON. Touch the Touch Screen to continue. When the main menu appears, touch the Super Mario 64 DS icon to load the game.

WARNING - HEALTH AND SAFETY
BEFORE PLAYING, READ THE HEALTH AND SAFETY PRECAUTIONS BOOKLET FOR IMPORTANT INFORMATION ABOUT YOUR HEALTH AND SAFETY.
TO GET AN EXTRA COPY FOR YOUR REGION, GO ONLINE AT
www.nintendo.com/healthsafety/
Touch the Touch Screen to continue.
Super Mario 64 DS
Nintendo
PICTOCHAT
DS Download Play
There is no Game Pak inserted

If the DS system has been set to Auto Mode, the game will load automatically. Please see page 20 of the Nintendo DS system instruction booklet for details.

Touch to select menu items

When the Title menu appears on the Touch Screen, touch the game mode you want to play. You can also choose the game mode by pressing + and A.

Change sound settings and backlight.

Tap Mario's face to draw and manipulate pictures on the Touch Screen.

This manual describes the operating instructions for Standard Mode.

VS Battles (see page 32)

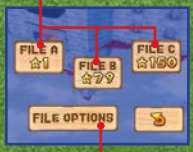
Mini-games (see page 30)

Adventure (see page 22)

Course Screen

Three files appear when you choose Adventure from the Title menu. Select the one you want to play to start the game. If you choose a saved file, you'll start where your last game left off. The progress you make in this game will overwrite your old file.

When you touch a file... → The game will start (see page 22).



File Options

Scores

When you select a file, you can see the number of Stars and coins you've collected in each course.

Copy

Copy the contents of one save file to another. This allows you to play someone else's saved gave without affecting the original game file.

Erase

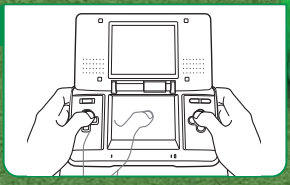
Erase a file to start playing from the very beginning of the game. Be careful, though, because once you erase a file, you can't get it back.

To erase all saved data, press A, B, X, Y, L, and R simultaneously while the Nintendo logo appears on the top screen, before the Title Screen appears.

BASIC CONTROLS

You can play Adventure and VS games using three different controller modes (see page 8-13). Refer to pages 14-21 for instructions on moves.

Standard Mode

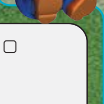


PRESS Y WHILE MOVING WITH + TO DASH!

Perform all kinds of moves with different button combination (see pages 14-21).

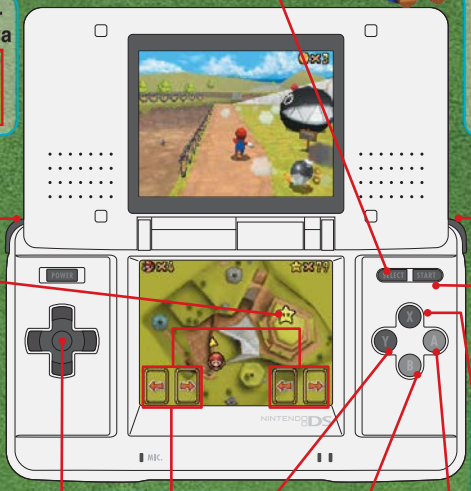
SELECT
■ Controller Modes

R
■ Pound the Ground (press while jumping)



■ Crouch

L
■ Center Camera



START
■ Pause

X
■ Zoom Camera

■ Rotate Camera

+ Y

■ Walk ■ Dash

B
■ Jump
■ Swim

Using the Touch Screen to move is handy when you're traveling on winding paths and narrow bridges.

■ Walk or Dash

A
■ Talk to characters
■ Read signs
■ Attack
■ Pick up and throw objects

See page 35 for information on how to select answers during a conversation.

Touch Mode

MOVE IN THE DIRECTION AND SPEED YOU WANT WITH ANALOG-STYLE CONTROL.

Perform moves with A, B, and R. Use X and Y to rotate the camera. The wrist strap is ideal to use in Touch Mode.

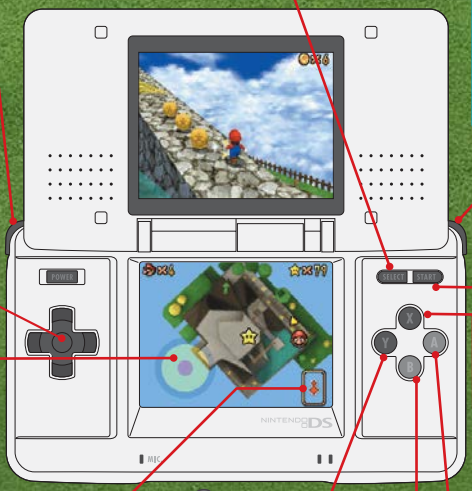
L
- **Center Camera**

You can also center the camera by pressing X and Y at the same time.

SELECT
- **Controller Modes**

R
- **Pound the Ground** (press while jumping)

- **Crouch**



- **Not enabled in Touch Mode.**

START
- **Pause**

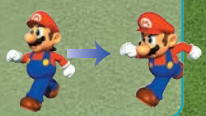
X
- **Rotate camera right**

Y
- **Rotate camera left**

- **Zoom Camera**

B
- **Jump**
- **Swim**

Change speeds smoothly by the sliding across target.
- **Walk or Dash**



A
- **Talk to characters**
- **Read signs**
- **Attack**
- **Pick up and throw objects**

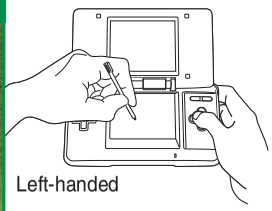
Perform all kinds of moves with different button combinations (see pages 14-21).

See page 35 for information on how to select answers during a conversation.

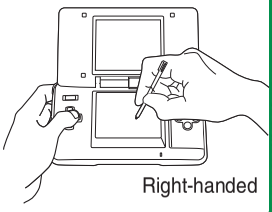
Dual-Hand Mode

CONTROL THE TOUCH SCREEN WITH YOUR RIGHT OR LEFT HAND.

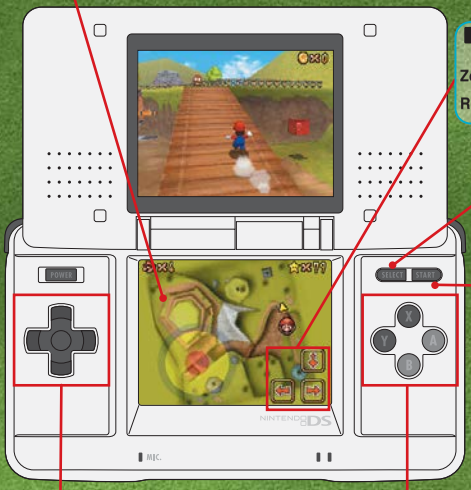
- Walk or Dash
- Scroll through conversation menus



Left-handed



Right-handed



- Camera Controls
  - Zoom with
  - Rotate with

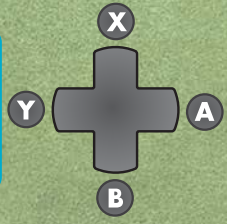
SELECT
- Controller Modes

START
- Pause

- Jump
- Swim

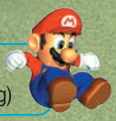
Perform all kinds of moves with different button combinations (see pages 14-21).

- Center Camera



- Talk to characters
- Read signs
- Attack
- Pick up and throw objects

- Crouch
- Pound the Ground (while jumping)



See page 35 for information on how to select answers during a conversation.

ESSENTIAL MOVES

These are the basic moves for each character. These button combinations are for Standard Mode.

Jump B

Key

Moves Yoshi can't perform

Moves you can perform by using the Touch Screen or + Control Pad = Touch Screen

Attack A

Punch (as Mario, Wario, or Luigi)

Swallow (as Yoshi–see page 19)

Pick Up Object

Approach object and press A

Throw

Press A after picking up object

R Crouch

Press R while moving to slide.

Swim

Hold B to swim steadily

Press B repeatedly to

Dive Down

Turn Left Turn Right

Swim Up

Walk

+ Y **Dash**

Ground-Pound

B → R

Backward Somersault

R → B

Triple Jump

Continuous Jump

B B + B

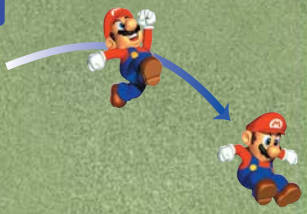
Side Somersault

+ B

+ Y

Long Jump

+ R + B



Dash, crouch, then jump!

Kick

A + A + A

Jump Kick

B + A

Crawl

R +

Side Step

Step up to next to a wall, then press + in the direction you want to move along it.

Slide Kick

+ R + A

Dash, crouch, then a Hack!

Slide Attack

Press A while dashing

Sweep Kick

R → A

Climb Trees

To grab on to a tree or pole, face it and press B.

- Climb up and down by pressing + or +.
- Rotate around by pressing + or +.

Climb Quickly

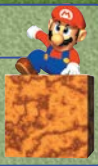
Press B while facing or grabbing an edge to pull yourself up quickly.

Handstand

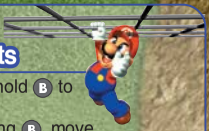
Climb to the top of a tree or pole and press +.

Climb

While hanging off or facing an edge, press + in the direction you want to climb.



Wire Nets



Press and hold B to hold on.
While holding B, move around by pressing +.

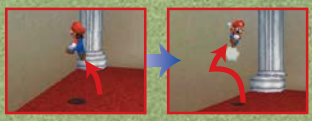
CHARACTER-SPECIFIC MOVES

MARIO

Mario has a balanced set of moves. Though Luigi and Yoshi have better jumping skills, Mario makes up for them by being able to float.

Power	★★☆
Speed	★★☆
Jump	★★☆

Wall Kick B + B



To perform a wall kick, jump toward the wall, and jump again as you hit it.

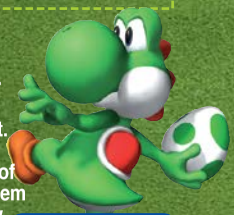
Floating Power

When Mario gets a Power Flower, he becomes a balloon and can float to high places. Float up by pressing B repeatedly. Control his direction with ✚.

Wings

When Mario gets Wings, he can take to the skies. Take off by performing a triple jump!

YOSHI



Because he can't punch, Yoshi is weaker than other characters in the power department. However, he can swallow all kinds of things and turn them into eggs to throw.

Power	☆☆☆
Speed	★★☆
Jump	★★★

Swallowing

A Swallow enemies and certain objects.

Flutter Kick

Press and hold B.

Fire Power

When Yoshi gets a Power Flower, he can breathe fire by pressing A.

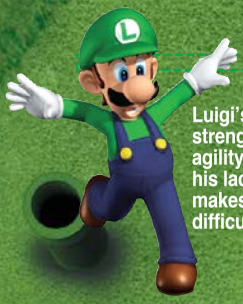
Eggs

When Yoshi's mouth is full, press R to lay an egg

or

Press A to spit out the swallowed object.

LUIGI



Luigi's major strength is his agility. However, his lack of power makes heavy lifting difficult.

Power	★☆☆
Speed	★★☆
Jump	★★★

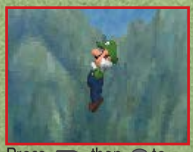
Invisibility Power

When Luigi gets a Power Flower, he becomes invisible for a short time. When he's invisible, Luigi can run right through enemies and many objects.

Scuttle

Hold B

Backward Somersault



Press R, then B to perform a backward somersault.

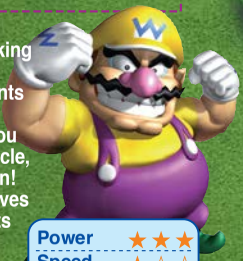
Water Run + Y

Luigi can run on the water for a short time by running toward the water and jumping.

WARIO

Wario Whack A

Use this powerful move to break things the other characters can't.



Though he's lacking in the speed and agility departments (not to mention smarts), when you need a little muscle, Wario's your man! His powerful moves can break objects and beat up enemies.

Power	★★★
Speed	★☆☆
Jump	★☆☆

Metal Power

When Wario gets a Power Flower, he'll turn into metal. For a while, he'll be invincible to enemy attacks and able to walk on the sea floor.

Swing and Fling A + ✥ + A

You can use these moves on opponents only in VS mode.

✥ Swing enemy

A Throw enemy

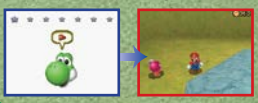
ADVENTURE MODE

Search the Castle for Stars and Keys

In order to open the doors, you need to collect the required number of ★s. If the door has a keyhole, find the key that unlocks it.

Jump Into Paintings

Jump into a painting to enter a course. Keep your eyes peeled, though: you can find courses in the most unexpected places. When you jump into a painting as Yoshi, you can select which cap to wear using the Touch Screen (see page 27).



Retrieve the Power Stars!

You complete a level when you retrieve the hidden ★. After retrieving a ★, you'll return to the castle's main hall. Retrieve ★s to open doors to new courses.

Repeat these three steps to progress through the game.

DUAL SCREENS

Course Screen

Power Meter

You suffer damage when an enemy touches you or when you fall from a high place. When the Power Meter goes down to zero, you lose a life and return to the castle's main hall.

Coins

Coins replenish the Power Meter. Plus, something good happens when you collect a ton of them!

Silver Stars and Red Coins

This shows you how many Silver Stars and red coins you have collected in a course.

Lives Remaining

Your game is over when you lose all your lives.

Power Stars

Each course has seven Power Stars hidden inside. When you collect a ★, you'll be able to open more doors in the castle.

Cap

This icon displays a cap's location in a course. You need a cap to change into another character (see page 26).

Map

The map displays the layout of the course and your location.

Rotate Camera

These arrows allow you to rotate the camera sideways. The camera icon changes depending on the controller mode (see pages 8-13).

Pause Menu

The pause menu appears when you press START. From the pause menu, you can change your controller modes as well as your backlight and sound options. You can also access the controller mode menu by pressing SELECT. Touch the menu item you want to access. If you are outside a course, you can also save your game from the pause menu.

Outside a Course

Continue
Exit the pause menu and continue playing the game.

Quit
Quit your current game to prompt the save menu. If you choose Save, you can save your game progress and then quit.

Controller Modes

Choose to play in the following controller modes:

- Standard Mode
- Touch Mode
- Dual-Hand Mode

Options

Change the sound or backlight settings. Surround sound will not work properly when headphones are plugged into the system.

Inside a Course

Continue
Exit the pause menu and continue playing the game.

Exit Course
Leave the course and return to the castle's main hall.

Touch ◀ ▶ to see the number of ★s and coins that you've obtained in each course.

The number of ★s and coins that you've collected in the course.

Use the Touch Screen to navigate the pause menu.

Saving Your Game
To save your game, leave the course and press START. Select Quit from the menu, then press Save on the next menu. You can also save after collecting a ★. The data you save overwrites the file that you selected at the beginning of the game.

Turning the Power OFF
Turn the power OFF by pressing and holding POWER.

CAMERA CONTROLS

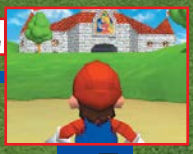
Close-range view is not available in VS mode.

The camera will usually remain positioned behind your character. When the character moves, the camera will automatically follow him slowly, but you can move the camera with the buttons or by touching the arrows on the Touch Screen.

Move the camera with the ✚ or the by touching the arrows on the Touch Screen. This camera view is not available in VS mode.

Look Down
Look Left
Look Right
Look Up

Close Range



Medium Range

Far Range

Touch ◀ to rotate the camera to the left.

Touch ▶ to rotate the camera to the right.

Center the Camera

Press L to center the camera behind your character.

Press X to zoom the camera in and out. Touch ◀▶ on the Touch Screen to rotate the camera sideways.

Touch ↕ to zoom the camera in Touch Mode and Dual-Hand Mode.

See pages 10–13 about how to control the camera in Touch Mode and Dual-Hand Mode.

CHANGING CAPS

By wearing a cap, Yoshi can turn into Mario, Luigi, or Wario. When he does, he can perform any of that character's unique moves.

To get a cap, defeat the enemy wearing it.

Put the cap on to turn into another character. You'll be able to perform that character's specific moves (see pages 18-21)!

If an enemy touches you, you'll drop the cap and turn back into Yoshi.

But...

Caps

Mario's Cap

Luigi's Cap

Wario's Cap

When you drop a cap, it will blink for a while before it disappears. If you get the cap back before it fades away, you will turn back into that character. When the cap disappears, look for it on the map.

CHANGING CHARACTERS

To change to another character, go to his switching room. You'll have to rescue that character to unlock his room before you can switch places with him. If a course is too difficult for Yoshi, switch to another character and try again.

Entering a Course

As Yoshi

After you rescue Mario, Mario's cap icon will appear on the Touch Screen when you start a level. Touch the cap icon to play as Mario.

Entering a Course

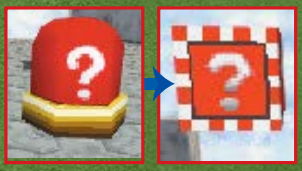
As Another Character

After you rescue Mario, Luigi, or Wario, you can enter a course as that character.

ITEMS

? Blocks

If you step on the ? Switch hidden somewhere in the castle, the ? Blocks become solid and you can punch them to reveal items like Power Flowers. When you get a Power Flower, you'll be able to do character-specific special moves.



Blocks

Depending on which character you play, you can push or break them.

Crates

Bricks

Black Bricks

Ice

Star Coins

One blue coin equals five yellow coins. One red coin equals two yellow ones. Coins refill your Power Meter and, if you collect enough of them, give you a pleasant surprise.

Yellow Coin

Blue Coin
Red Coin

Helpful Items

Spinning Heart

Pass through it to recover from damage. The faster you move through it, the more you'll recover.

Koopa Shell

Hop on a Koopa shell to ride around a course. You'll be invincible from enemies during your ride!

1–UP Mushroom

Collect it to increase your remaining lives by one. These mushrooms are often hidden somewhere in a course, but they also appear under other circumstances.

Mushroom

Eating a mushroom will make you huge for a little bit. Beating enemies is a breeze when you're huge.

Wait, there's more!

! Blocks

! Blocks contain yellow coins and Koopa shells.

Cannons

Cannons take you far fast! To blast off, just get inside the cannon, aim with the ✚, then press Ⓐ.

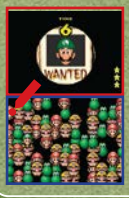
MINI-GAMES

You have a wide variety of mini-games. All the mini-games are controlled by the Touch Screen. Press START or A while playing a mini-game to display its description on the top screen.

Return to Title Screen

How do I get more mini-games?

Initially, you'll be able to play eight mini-games. You can unlock more mini-games in Adventure mode by catching rabbits.



Wanted!

Find the character that appears on the top screen. Tap the Touch Screen where he's hiding.

Loves me...?

To pluck the flower, tap the petals on the Touch Screen. Find out how your crush feels about you.

Mario's Slides

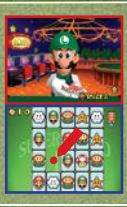
Guide Mario down the slides to the Star. Draw lines on the Touch Screen to create alternate routes for him.

Bounce and Pounce

Help Mario defeat the Fly Guys by bouncing on top of them, but don't let him fall! Touch him to make him jump.

Memory Match

Touch cards to find matching pairs. Clear the board to win coins.



Pair-a-Gone

Touch two identical cards that are next to each other. Cards will disappear when you touch them.

Bob-omb Squad

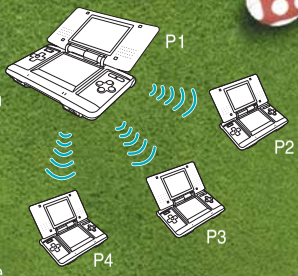
Use your slingshot to knock the parachuting Bob-ombs out of the sky.

Snowball Slalom

Rub the Touch Screen to roll the snowball down the path. Make it to your goal before time runs out to win.

VS BATTLES

You can battle other players in VS mode through Single-Card Play (DS Download Play).



How to Play VS Battles

Up to four people can play VS at a time using one Super Mario 64 DS Game Card. The player with the Game Card is Player 1. Player 1 controls most of the menu selections.

See pages 14–15 of the Nintendo DS instruction booklet for information on DS Download Play.

BATTLE UP TO THREE OTHER PLAYERS WITH JUST ONE GAME CARD!

Player 1

Turn the power ON. When the Main Menu appears, touch Super Mario 64 DS.

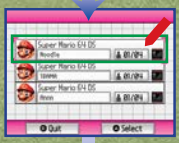
When the Title Screen appears, touch VS and wait for other players to enter.

Touch TOUCH TO START when players are assembled and ready to battle.

Touch a course to start the game.

Players 2-4

Turn the power ON. When the Main Menu appears, touch DS Download Play.



Touch the VS battle you want to join.

Wait until Player 1 is ready.

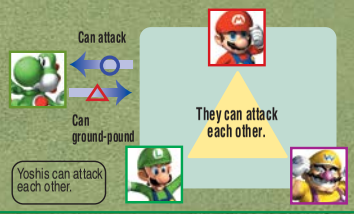
LET THE BATTLE BEGIN! GET THE MOST ★S TO WIN!

It takes about 30 seconds to download game data. Depending on the environment, it may take longer. "-" is used to display nicknames that contain symbols. During VS Battle games, if communication seems to be affected by other electronic devices, move to another location or turn off the interfering device. You may need to reset the power on the Nintendo DS and start the game again.

VS Battle Rules

PICK UP A CAP TO TURN INTO SOMEONE ELSE!
ATTACK OPPONENTS TO GRAB ★S FROM THEM!

- The player who collects the most ★s wins. If players have the same number of ★s, the player with the most coins wins.
- When you get a ★, another ★ appears



ASK PRINCESS PEACH!

Q Can I join a VS battle if it has already started?

A Nope, sorry. The only way to enter a VS battle is to start a new one.

Q Can VS battles use more than one Game Card?

A You can play VS battles even when there are multiple Game Cards. To do this, one player acts as Player 1 and the rest of the players touch DS Download Play on the Main Menu.

Q What should I do when I fall from a high place?

A If you ground-pound as you approach the ground, you'll suffer less damage. The amount of damage you take depends on the height you fall from, so be careful.

Q An enemy took my cap! How can I get it back?

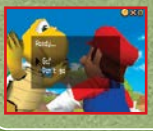
A Oh, no! When you lose a cap to an enemy, it will keep it, even if you exit the course. But maybe another enemy has a cap you can take.

Q I want to play as Yoshi again...

A That's not a question. Nevertheless, I'll help you out of this predicament. You must have switched places with another character in his switching room. If you go back into his room, you can play as Yoshi again.

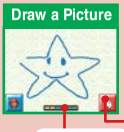
Q Someone in the castle asked me a question. How do I respond?

A You can choose your response by sliding the stylus over the Touch Screen. Or, if you are in Standard Mode, you can also choose what to say with the .



TOUCH DRAW

Draw and manipulate pictures on the Touch Screen with the stylus. You can't save your work, so don't get too attached to it.


Draw a Picture
Use your stylus on the Touch Screen to draw a picture. The ink meter will show you how much ink you have left.
Ink Meter
Manipulate the picture

REV–E

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REV–R

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